

Amendments to the Claims

This listing of claims supersedes all prior listing of claims.

1. (Currently Amended) A method of providing authentication services for applications that are running on a client and requiring access to a network based server, the method comprising:

establishing a network connection further comprising an authentication with the network;
~~obtaining-generating~~, responsive to the authentication, a dynamic seed locally at the client and the network based server;

generating an application key independently at the client and the network based server corresponding to the locally generated dynamic seed; and

providing the generated application key to facilitate authenticating an application.

2. (Original) The method of claim 1 wherein the generating an application key further comprises storing the application key for subsequent retrieval to facilitate the authenticating an application.

3. (Original) The method of claim 1 wherein the generating an application key further comprises generating a plurality of application keys where each of the plurality of keys corresponds to a different application.

4. (Original) The method of claim 1 wherein the providing the application key further comprises; providing an application seed and generating keying information specific to the application.

5. (Original) The method of claim 1 wherein the providing the application key further comprises providing a new application key every time the authenticating the application is required.

6. (Original) The method of claim 1 wherein the providing the application key further comprises providing the application key corresponding to a time duration within which the application key is valid.

7. (Original) The method of claim 1 wherein the obtaining the dynamic seed further comprises obtaining a new dynamic seed each time an authentication with the network occurs, the generating the application key further comprises generating a new application key corresponding to the new dynamic seed, and the providing the application key further comprises providing the new application key.

8. (Original) The method of claim 1 wherein the authentication with the network utilizes processes corresponding to an Extensible Authentication Protocol.

9. (Original) The method of claim 1 implemented by one of a client and a network server.

10. (Original) The method of claim 9 implemented by one of a wireless client and a network server accessed via a wireless network.

11. (Currently Amended) A computer readable medium storing programming instructions for operating a system entity ~~operable to~~ provide authentication services for applications that are running on a client and requiring access to a network based server, ~~the system entity comprising including programming instructions for:~~
~~a network access function operable to establishing~~ a network connection and complet[[e]]ing an authentication with the network, the authentication ~~providing-generating a~~ dynamic seed locally at the client and the network based server;

~~a key manager operable to generat[[e]]ing an application key independently at the client and the network based server based on the locally generated that is derived from the~~ dynamic seed; and provid[[e]]ing, on demand, the application key to facilitate authenticating an application.

12. (Currently Amended) The computer readable medium system entity of claim 11 wherein the ~~key manager further programming instructions for stor[[es]]ing~~ the application key in persistent storage for subsequent retrieval to facilitate the authenticating an application.

13. (Currently Amended) The computer readable medium system entity of claim 11 wherein the ~~key manager further programming instructions for generat[[e]]ing~~ a plurality of application keys where each of the plurality of keys is derived from the dynamic seed and corresponds to a different application.

14. (Currently Amended) The computer readable medium system ~~entity~~ of claim 11 wherein the ~~key manager in the~~ programming instructions providing the application key further provides an application seed; and wherein the computer readable medium system ~~entity~~ further comprises an ~~application entity that is operable to the~~ programming instructions for us[[c]]ing the application seed for generating keying information specific to the application.

15. (Currently Amended) The computer readable medium system ~~entity~~ of claim 11 wherein the ~~key manager~~ programming instructions for provid[[es]]ing a different application key every time the authenticating the application is required.

16. (Currently Amended) The computer readable medium system ~~entity~~ of claim 11 wherein the ~~key manager~~ programming instructions for provid[[es]]ing the application key and the application key further corresponds to a time duration within which the application key is valid.

17. (Currently Amended) The computer readable medium system ~~entity~~ of claim 11 wherein the ~~network access function~~ programming instructions for provid[[es]]ing a new dynamic seed each time an authentication with the network occurs, and ~~the key manager for~~ generat[[es]]ing a new application key corresponding to the new dynamic seed and provid[[es]]ing the new application key to facilitate the authenticating the application.

18. (Currently Amended) The computer readable medium system ~~entity~~ of claim 11 wherein the ~~network access function in~~ programming instructions for completing the

authentication with the network utilizes processes corresponding to one of a smart card, an Extensible Authentication Protocol with Subscriber Identity Module extensions, an Extensible Authentication Protocol with Transport Level Security extensions, and an Extensible Authentication Protocol with Authentication and Key Agreement extensions.

19. (Currently Amended) The computer readable medium ~~system entity~~ of claim 11 implemented by one of a client and a network server.

20. (Currently Amended) The computer readable medium ~~system entity~~ of claim 19 implemented by one of a client operating within a wireless communication unit and a network server accessed via a wireless network.